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P A R K E R   B R O T H E R S

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ARCADE/ACTION  
S O F T W A R E

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GYRUS<sup>TM</sup>

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CARTRIDGE FOR COMMODORE 64

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Three billion miles is a long way from home. But there's no shorter route from outer Neptune to Earth. As if that weren't enough...it's got to be a shoot-out all the way. You alone in your rapid firing spaceship, swirling in a circular flight pattern...orbiting to the right...circling to the left...trying to mow down wave after wave of enemy plane formations, rocketing meteors and runaway satellites. Stops at Uranus, Saturn, Jupiter and Mars will mark your progression towards Earth. Each one's a short visit, though. Then it's off again to the next planet—and the next wave of enemies. Reach Earth in one piece and maybe you'll think twice about leaving home. Then again...maybe not!

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### ***Setting the Console Controls***

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1. Place the cartridge firmly into the cartridge slot in the console.
2. Plug the joystick controllers firmly into Control Ports 1 and 2. For a one-player game, use Control Port 1.
3. Turn the ON/OFF switch to ON. The title screen will appear showing the planet Earth.
4. Press *F5* to choose either a one-player or two-player game.
5. To begin playing, press the FIRE button on the joystick controller or press *F1*. At any time during the game, you may press *F2* to freeze the action. Simply press *F2* again to restart the action. Also, you may press *F3* to restart the game from the beginning.

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## ***The Joystick Controller***

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The joystick controls your spaceship's circular flight pattern through space. Simply move the joystick in a circular motion to do so. Press the FIRE button to fire your spaceship's ammunition.

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## ***Object***

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To make the journey from beyond Neptune to the sanctuary of Earth, defeating enemy planes, avoiding meteors and satellites, and reaching interim planets along the way.

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## ***Playing***

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After you press the FIRE button to begin, the screen shows:

- the 1st player's score in the upper left corner, the 2nd player's score in the upper right
- the stage number in the upper center
- your 1st spaceship in the lower center
- remaining spaceships in the lower left

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**Warps:** The first screen also tells you "2 WARPS TO NEPTUNE." A warp is one stage of battle against the enemy planes that guard the planets of your destination. It takes 2 warps to reach Neptune and 3 warps to reach each of the subsequent planets. There will be a brief pause between each warp at which time your spaceship speeds towards the next planet... and its next encounter. Also at this time, the screen gives you the remaining number of warps to go.

The stage number at the top of the screen keeps track of the total number of warps and Chance Stages (as described below) you complete during a game.

**Enemy formations:** Within each warp, you'll face four different formations of enemy planes. The formations emerge from the center of the screen where the planes band together. Sometimes they emerge from off screen where they can create a surprise attack. In either case, shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire missiles, too... your only option... avoid them or be shot down! After the last formation appears, all the planes not shot down will regroup in the center and attack again. They will continue to do so until you've eliminated the last one—unless, of course, one eliminates you first.

*But planes are not all you need to worry about. There are swirling and deadly satellites and meteors, too.*

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**Satellites:** There are two types of satellites. One type looks like giant blue molecules and appears in threes. Try to shoot them down for points. Shoot the middle satellites, and your ship gains double-fire power. The ship will continue to have this power until it goes down. (Note: Sometimes the middle satellite glows orange. It will give you the same result as the blue.)

Electromagnetic wave-emitting pairs are the other type of satellite. Shoot them down to break the wave between them and rack up points while you're at it!

**Meteors:** Meteors are a third type of enemy to watch out for. Meteors look like large rocks and cannot be destroyed. So stay clear of them!

*Come out alive after completing the two or three warps necessary to reach a planet, and that planet appears on screen. After a brief breather, you'll enter the Chance Stage.*

**The Chance Stage:** The Chance Stage occurs upon reaching a planet. During this stage, you get a chance to rack up points. One at a time, four different enemy plane formations will appear on screen... but they have no power to destroy you. So position yourself for maximum firing accuracy. Bonus points are awarded at the end of the Chance Stage.

*When the Chance Stage is over, it's off to the next planet and the next barrage of warps.*

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**The Planets:** In case you need to be reminded... the planets along your journey through our solar system appear in this order: Neptune, Uranus, Saturn, Jupiter, Mars, and Earth.

**The Music:** You're listening to Johann Sebastian Bach's *Tocatta and Fugue in D Minor*.

**Bonus spaceships:** Score 60,000 points and you're awarded with an additional spaceship. Every 100,000 points thereafter awards you another one.

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### ***End Of Game***

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The game ends when you lose your last spaceship. If you should reach Earth with at least one remaining spaceship, you'll continue the game with Neptune as the first stop once again.

To play again, press F3.

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### ***Two-Player Games***

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In a two-player game, the left player goes first; players alternate turns. Your turn ends when you lose a spaceship.

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## Scoring

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Points accumulate at the top of the screen throughout your turn.

<b>Targets</b>	<b>Points</b>
Enemy plane	100
Entire formation:	
1st	1000
2nd	1500
3rd	2000
4th	2500
Molecular satellites:	
1st destroyed	500
2nd destroyed	1000
3rd destroyed	1500
With double bullet fire:	
1st destroyed	1000
2nd destroyed	1500
3rd destroyed	2000
Electromagnetic satellite	200
During Chance Stage:	
Enemy plane	100
Bonus points	100
x the number of planes shot down	
Super Bonus points	
for all four formations	10,000

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